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Current display devices can display only a limited range of contrast and is one of the main reasons that most image acquisition, processing, and techniques use no more than eight bits per color channel. This course o recent ...

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- [1 Dispersion Simulation and Visualization For Urban Security](#)
[Feng Qiu, Ye Zhao, Zhe Fan, Xiaoming Wei, Haik Lorenz, Janning Wang, S Kaufman, Klaus Mueller](#)
October 2004 **VIS '04**: Proceedings of the conference on Visualization '04
Publisher: IEEE Computer Society
Full text available: [Pdf](#) (545.62 KB) Additional Information: [full citation](#), [abstract](#), [citations](#)
Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 50, Citation (

We present a system for simulating and visualizing the propagation of d application to urban security. In particular, we simulate airborne contamin environments characterized by sky-scrapers and deep ...

Keywords: Lattice Boltzmann Model, GPU, Visualization

- [2 Level set and PDE methods for computer graphics](#)
[David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, R August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes](#)
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Level set methods, an important class of partial differential equation (P surfaces implicitly as the level set (iso-surface) of a sampled, evolving r with preparatory material that introduces the ...

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[Ronald Azuma](#)
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Publisher: ACM
Full text available: [Pdf](#) (6.12 MB) Additional Information: [full citation](#)
Bibliometrics: Downloads (6 Weeks): 40, Downloads (12 Months): 427, Citatio

- [4 Communications of the ACM: Volume 51 Issue 6](#)
June 2008 Communications of the ACM
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5 Real-time shading

 [Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool,](#)
August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

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Full text available:  Pdf (7.39 MB)

Additional Information: [full citation](#), [abstract](#), [c](#)

Bibliometrics: Downloads (6 Weeks): 85, Downloads (12 Months): 714, Citatio

Real-time procedural shading was once seen as a distant dream. When was offered four years ago, real-time shading was possible, but only wit by combining the effects of tens to hundreds of rendering ...

6 The elements of nature: interactive and realistic techniques

 [Oliver Deussen, David S. Ebert, Ron Fedkiw, E. Kenton Musgrave, Przemyslaw Jos Stam, Jerry Tessendorf](#)

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM


Full text available:  Pdf (17.65 MB)

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Bibliometrics: Downloads (6 Weeks): 198, Downloads (12 Months): 1401, Cita

This updated course on simulating natural phenomena will cover the lat techniques for simulating most of the elements of nature. The presenter production, interactive simulation, and research perspectives ...

7 A simple mechanism for capturing and replaying wireless channels

 [Glenn Judd, Peter Steenkiste](#)

August 2005 **E-WIND '05**: Proceedings of the 2005 ACM SIGCOMM worksh approaches to wireless network design and analysis

Publisher: ACM

Full text available:  Pdf (6.06 MB)

Additional Information: [full citation](#), [abstract](#), [r](#)

Bibliometrics: Downloads (6 Weeks): 76, Downloads (12 Months): 496, Citatio

Physical layer wireless network emulation has the potential to be a pow important challenge in physical emulation, and traditional simulation, is wireless channel. In this paper we examine the possibility ...

Keywords: channel capture, emulation, wireless

8 Part III: dynamic texture synthesis

 [Vivek Kwatra](#)

August 2007 **SIGGRAPH '07**: SIGGRAPH 2007 courses

Publisher: ACM

Full text available:  Mov (106:46 MIN),  Pdf (13.00 MB) Additional Information: [full citi](#)

Bibliometrics: Downloads (6 Weeks): 36, Downloads (12 Months): 191, Citatio

While we have treated image texture synthesis until now, several dynar treated as texture. Ocean waves, waterfall, smoke from a chimney, fire fields waving in the wind, etc. are all examples of dynamic ...

9 GPGPU: general purpose computation on graphics hardware

[David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ia](#)



Lefohn

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available: Pdf (63.03 MB)

Additional Information: [full citation](#), [abstract](#), [citations](#)

Bibliometrics: Downloads (6 Weeks): 214, Downloads (12 Months): 1530, Citations: 1

The graphics processor (GPU) on today's commodity video cards has evolved into a powerful and flexible processor. The latest graphics architectures provide high bandwidth and computational horsepower, with fully programmable vertex and fragment processors.

10 [An interactive introduction to OpenGL and OpenGL ES programming](#)



Ed Angel, Dave Shreiner

December 2008 **SIGGRAPH Asia '08**: SIGGRAPH ASIA 2008 courses

Publisher: ACM

Full text available: Pdf (3.09 MB)

Additional Information: [full citation](#), [abstract](#), [citations](#)

Bibliometrics: Downloads (6 Weeks): 213, Downloads (12 Months): 213, Citations: 1

OpenGL is a library for doing computer graphics. By using it, you can create programs that render high-quality color images composed of 3D geometric objects.

11 [Explorebots: a mobile network experimentation testbed](#)



Teresa A. Dahlberg, Asis Nasipuri, Craig Taylor

August 2005 **E-WIND '05**: Proceedings of the 2005 ACM SIGCOMM workshop on approaches to wireless network design and analysis

Publisher: ACM

Full text available: Pdf (1.90 MB)

Additional Information: [full citation](#), [abstract](#), [citations](#)

Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 41, Citations: 1

In this paper, we detail our development of *Explorebots*--expandable, versatile wireless robots built around MICA motes. We developed Explorebots as an NSF-funded Girl Scouts project. We've extended the ...

Keywords: mobile robotics, multi-hop networks, sensor networks, testbeds

12 [Communications of the ACM: Volume 51 Issue 1](#)



January 2008 Communications of the ACM

Publisher: ACM

Full text available: Digital Edition , Pdf (5.97 MB) Additional Information: [full citation](#), [abstract](#), [citations](#)

Bibliometrics: Downloads (6 Weeks): 746, Downloads (12 Months): 5083, Citations: 1

13 [High dynamic range imaging](#)



Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

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Current display devices can display only a limited range of contrast and color. The main reasons for this are that most image acquisition, processing, and display techniques are designed for a limited range of contrast and color.

bits per color channel. This course outlines recent ...

14 [Recreational computer graphics](#)



[Andrew Glassner](#)

July 2006

SIGGRAPH '06: SIGGRAPH 2006 Courses

Publisher: ACM

Full text available: [Pdf](#) (13.82 MB)

Additional Information: [full citation](#), [abstract](#), [ir](#)

Bibliometrics: Downloads (6 Weeks): 35, Downloads (12 Months): 209, Citatio

Computer graphics isn't just a bunch of algorithms and programs: it's a imagination, and a tool for investigating the world around us. Graphics i invent new kinds of patterns and shapes, build up ...

15 [Modern approaches to augmented reality](#)



Video files associated with this course are available from the cil

[Oliver Bimber](#), [Ramesh Raskar](#)

August 2007 **SIGGRAPH '07:** SIGGRAPH 2007 courses

Publisher: ACM

Full text available: [Pdf](#) (46.17 MB)

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Bibliometrics: Downloads (6 Weeks): 110, Downloads (12 Months): 1182, Cita

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16 [interactions: Volume 15 Issue 3](#)



May 2008 [interactions](#)

Publisher: ACM

Full text available: Digital Edition , [Pdf](#) (7.95 MB) Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 193, Downloads (12 Months): 1064, Cita

17 [Modern approaches to augmented reality](#)



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July 2005

SIGGRAPH '05: SIGGRAPH 2005 Courses

Publisher: ACM

Full text available: [Pdf](#) (48.93 MB)

Additional Information: [full citation](#), [abstract](#), [r](#)

Bibliometrics: Downloads (6 Weeks): 55, Downloads (12 Months): 524, Citatio

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its will present examples of state-of-the-art display configurations, appropri techniques, details about hardware and software ...

18 [An interactive introduction to OpenGL programming](#)



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August 2007 **SIGGRAPH '07:** SIGGRAPH 2007 courses

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Full text available: [Mov](#) (109:51 MIN), [Pdf](#) (1.16 MB), [Zip](#) (100.72 KB) Additiona

Bibliometrics: Downloads (6 Weeks): 30, Downloads (12 Months): 411, Citatio




Modern approaches to augmented reality

Oliver Bimber, Ramesh Raskar

July 2006 **SIGGRAPH '06: SIGGRAPH 2006 Courses**

Publisher: ACM

Full text available:  Pdf (2.45 MB)

Additional Information: [full citation](#), [abstract](#), [n](#)

Bibliometrics: Downloads (6 Weeks): 23, Downloads (12 Months): 304, Citatio

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